D9

--28. (Amended) The wireless control unit according to claim 27, wherein said

console interface further comprises a connection port for receiving a memory cartridge

for storing game information.--

D10

--33. (Amended) The wireless control unit according to claim 27, wherein the

controller further comprises a sleep function for detecting inactivity of the at least one

operation switch and turning off the power to the internal circuitry of the controller in

response to a predetermined period of time of detected inactivity, wherein said activate

signal being transmitted from said console interface operates independently of said sleep

function.--

REMARKS

The Office Action mailed December 19, 2000 has been reviewed and

carefully considered.

Applicant would like to thank the Examiner for her time in conducting a

telephone interview with Applicant's representative on Wednesday, February 28, 2001.

The foregoing amendment to the claims reflects the discussions and agreements reached

during that interview.

Claims 6-9, 14-18, 29-32 and 55-67 have been canceled without prejudice.

Claims 1, 3, 11, 20, 24, 27, 28 and 33 have been amended. Claims 1-4, 11, 13, 20-24,

26-28, and 33 are now pending in this application. Separate sheets are attached showing

the amendments to the claims in underline/bracket format.

Reconsideration of the above-identified application, as herein amended and in view of the following remarks, is respectfully requested.

Claims 1, 4, 11, 20, 27, 55, 60 and 67 stand rejected under 35 U.S.C. §103(a) as being unpatentable over Bodenmann et al, in view of Green et al.

Claims 2, 6, 8, 9, 13, 15, 17-18, 21-24, 28-32, 56-59 and 61-66 stand rejected under 35 U.S.C. §103(a) as being unpatentable over Bodenmann et al, in view of Green et al., and in further view of Takeda et al.

Claims 3, 7, 14, 16, 26 and 33 stand rejected under 35 U.S.C. §103(a) as being unpatentable over Bodenmann et al, in view of Green et al., and Takeda et al. and in further view of Khoury.

Independent claims 1, 11, 20 and 27 have been amended and claims 6-9, 14-18, 29-32 and 55-67 have been canceled without prejudice. Independent claims 1 and 11 recite, *inter alia*, the combination of a sleep function in the game controller and an auto fire function through the application of the console interface. None of the references cited by the Examiner (i.e., Bodenmann et al., Green et al., Takeda et al. and Khoury), taken singly or in any combination show or suggest this claimed feature of applicant's invention. In view of these amendments, applicant respectfully requests withdrawal of the rejections of independent claims 1 and 11 and all corresponding dependent claims 2, 3 and 13, and 14.

Independent claims 20 and 27 have been amended to include the wireless transmission of controller information from the console interface to the controller. Specifically, the wireless transmission of control signals for activating a vibrating member associated with the wireless game controller has been added. None of the cited

references to Bodenmann et al., Green et al., Takeda et al. and Khoury, taken singly or in any combination show or suggest the wireless transmission of game controller signals from a console interface to the game controller for activating a vibrating member associated with the game controller. Withdrawal of the rejections of independent claims 20 and 27 and all corresponding dependent claims 21 – 26, 28 and 33 is respectfully requested.

In view of the foregoing, Applicant respectfully requests that the rejections of the claims set forth in the Office Action of December 19, 2000 be withdrawn, that pending claims 1-4; 11, 13, 20-24, 26-28, and 33 be allowed, and that the case proceed to early issuance of Letters Patent in due course.

It is believed that no additional fees or charges are currently due. However, in the event that any additional fees or charges are required at this time in connection with the application, they may be charged to applicant's representatives Deposit Account No. 50-1433.

Respectfully submitted,
KEUSEY & TUTUNJIAN, P.C.

John G. Tutunjian
(Reg. No. 39, 405)
14 Vanderventer Avenue, Suite 128
Port Washington, New York 11050
(516) 883-3868

Dated: March 19, 2001

\amds\200-2(CIP).1oa.rv3.wpd   -8-

Claim Amendments

--1.(Twice Amended) A wireless control unit for converting a video game system having a console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless control unit comprising:

a game controller having <u>a plurality of</u> [at least one] user operable switches <u>for producing a plurality of game information signals including an auto activate signal,</u> [and] wireless transmitter circuitry for <u>encoding the game information signals into a bit stream and for transmitting the encoded bit stream, and a sleep function for powering down said game controller in response to detected inactivity of said plurality of user operable switches for a period of time</u> [transmitting the game information, including an auto activate start signal]; and

a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the <u>encoded bit stream representing the game information, said receiver circuitry having logic circuitry for decoding the bit stream and detecting the auto activate signal in said bit stream</u> [game information, including the auto activate start signal from the game controller] and for modifying the game information [so] <u>such</u> that an activate signal is continuously sent from the console interface to the <u>game</u> console via the at least one of the game controller ports, wherein at least one object in a game being played with the video game system console is continuously activated via said console interface in response to the received activate signal, <u>wherein said activate signal being transmitted</u>

from said console interface via at least one game controller port does not prevent

activation of said sleep function in said game controller.--

--3. (Amended) The wireless control unit according to claim 1, wherein said

console interface further comprises a connection port for receiving a memory cartridge

for selectively storing game information. [the controller includes a sleep function such

that when the at least one user operable switch is inactive for a predetermined period of

time, power to the internal circuitry is turned off.]--

--11. (Twice amended) A wireless control unit for converting a video game system

having a game console with game controller ports and being adapted to operate with

wired game controllers connected to the game controller ports into a system operable

with wireless controllers, the wireless control unit comprising:

a plurality of game controllers each having at least one user operable

switch, [and] wireless transmitter circuitry for transmitting game information, including

an auto activate start signal, and a sleep function for powering down said game

controller in response to detected inactivity of said at least one user operable switch for

a period of time; and

at least one console interface connected to the game console via at least

one of the game controller ports and having wireless receiver circuitry for receiving the

game information, including the auto activate start signal, from each of the plurality of

game controllers and for selectively modifying the game information from each game

controller so that when the auto activate start signal is received by said console

interface, an activate signal is continuously sent from the console interface to the game

console via at least one of the game controller ports, wherein at least one object in the

game being played with the game console is continuously activated via said console

interface in response to the received activate signal, wherein said activate signal being

transmitted from said console interface via at least one game controller port operates

independent of said sleep function in said game controller.--

--20. (Twice amended) A wireless control unit for converting a video game

system having a game console with game controller ports and being adapted to operate

with wired game controllers connected to the game controller ports into a system

operable with wireless controllers, the wireless controller unit comprising:

a game controller having at least one user operable switch, wireless transmitter

circuitry for transmitting game information, including an auto activate start signal,

[and] wireless receiver circuitry for receiving controller information, and a vibrating

member; and

a console interface connected to the game console via at least one of the game

controller ports and having wireless receiver circuitry for receiving the game

information, including the auto activate start signal, from the game controller and for

modifying the game information so that an activate signal is continuously sent from the

console interface to the game console via at least one of the game controller ports, such

that at least one object in a game being played with the video game system is

continuously activated in response to the received activate signal, said console interface

including wireless transmitter circuitry for wirelessly transmitting controller

information to the game controller, said controller information including control signals for activating said vibrating member.--

--24. (Amended) The wireless control unit according to claim 22, wherein the peripheral device comprises said vibrating member [responsive to the controller information].--

--26. (Amended) The wireless control unit according to claim 20, wherein the controller [includes] further comprises a sleep function for detecting inactivity of the at least one operation switch and turning off the power to the internal circuitry of the controller in response to a predetermined period of time of detected inactivity, wherein said activate signal being transmitted from said console interface operates independently of said sleep function. [that operates such that when the at least one operation switch is in active for a predetermined period of time, power to the internal circuitry of the controller is turned off.]--

--27. (Twice amended) A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless control unit comprising:

a [plurality of] game controller[s each] having at least one user operable switch, wireless transmitter circuitry for transmitting game information including an auto

activate start signal, [and] wireless receiver circuitry for receiving controller

information, and a connection port for receiving a vibrating member; and

a [at least one] console interface having wireless receiver circuitry for receiving

the game information, including the auto activate start signal, from at [least one of] said

[plurality of] game controller[s] and for modifying the game information so that an

activate signal is continuously sent from the console interface to the game console via at

least one of the game controller ports, wherein at least one object in a game being

played with the video game system is continuously activated in response to the received

activate signal, said console interface including wireless transmitter circuitry for

transmitting controller information including control signals for activating said vibrating

member to [at least one of said plurality of] said game controller[s].--

--28. (Amended) The wireless control unit according to claim 27, wherein said [at

least one] console interface further comprises a connection port for receiving a memory

cartridge for storing game information.--

--33. (Amended) The wireless control unit according to claim 27, wherein [each]

the controller [includes] further comprises a sleep function for detecting inactivity of the

at least one operation switch and turning off the power to the internal circuitry of the

controller in response to a predetermined period of time of detected inactivity, wherein

said activate signal being transmitted from said console interface operates independently

of said sleep function. [that operates such that when the at least one operation switch is

inactive for a predetermined period of time, power to internal circuitry in the controller is

turned off.]--

Keusey & Tutunjian, P. C.
Intellectual Property Law
14 Vandeventer Avenue, Suite 128
Port Washington, NY 11050

Voice (516) 883-3868   /   Facsimile (516) 883-3869

Date: March 19, 2001

To: Examiner J. Harrison
                 GAU 3713

Fax: (703) 308-7768

From: John G. Tutunjian

Re: U.S. Serial No. 09/092,489
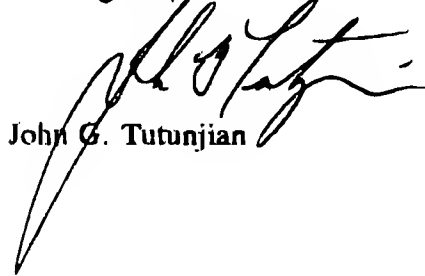   Response to First Office Action

Number of pages including this sheet   15

Dear Examiner Harrison:

Enclosed is the amendment we discussed back on February 28, 2001.

Please call me with any questions.

Best regards,

John G. Tutunjian